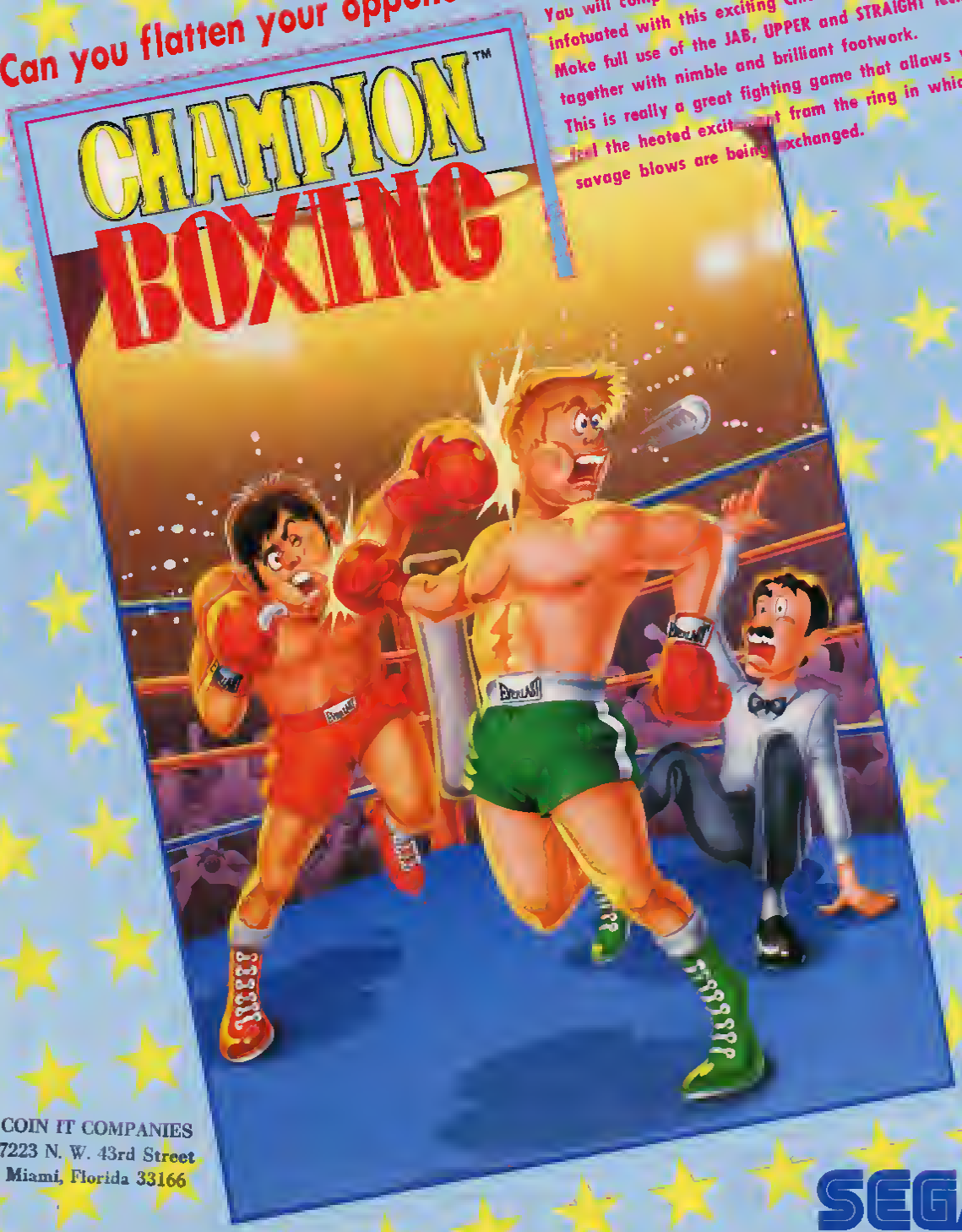
Can you flatten your opponent with a KO punch?

You will completely forget yourself and become deeply infatuated with this exciting CHAMPION BOXING game. Make full use of the JAB, UPPER and STRAIGHT techniques together with nimble and brilliant footwork. This is really a great fighting game that allows you to feel the heated excitement from the ring in which savage blows are being exchanged.



COIN IT COMPANIES
7223 N. W. 43rd Street
Miami, Florida 33166

SEGA®

CHAMPION BOXING™

HOW-TO-PLAY

- Manipulating the JOYSTICK horizontally enables the players to move backward or forward.
- During the bout, you can select any one of the punches displayed on the screen (JAB → UPPER → STRAIGHT) by pressing the PUNCH SELECT button.
- Press the PUNCH button to utilize the selected punch.
- Moving the JOYSTICK upward or downward allows for throwing punches to your opponent's face or his body, or guarding your face or body in a corresponding manner.

- Using one CREDIT, one or two persons can play at the same time.
- For one player: The player fights against the computer. Each LEVEL (match) consists of 3 rounds and when winning the match, he proceeds to the next LEVEL. One round lasts a minute.
- For two players: The players can compete at one time against each other. One match consists of 5 rounds.

WIN OR LOSE

Decision · · · · If, in the case of one player, the points he has earned at the end of the 3 rounds are higher than those of the opponent (computer), then the player wins and he proceeds to the next LEVEL. The computer wins if it ties with the player.

TKO · · · · · Being downed 3 times in one round will result in a TKD decision.

KO · · · · · Being unable to rise to fight within a count of 10 signifies a KD.

- The displays on the lower part of the screen indicate the degree of the boxer's fatigue.

· · · · Has been hit but not downed.

· · · · Very liable to be downed.

· · · · The probability of a KO is higher than in the case of the yellow color display.

Design and specifications subject to change without notice. SG-8413E © SEGA 1984

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Sega Enterprises, Ltd. 2-12, Haneda 1-chome, Ota-ku, Tokyo 144, Japan
Tel. (03) 742-3171 Tlx. J22357 SEGASTAR Fax. (03) 745-3246
Sega Europe Limited Perk West 1 Burwood Place, London W 2 2UX, England
Tel.: 01-402-8291 Tlx: 21702 GWGRP Fax: 01-402-3818